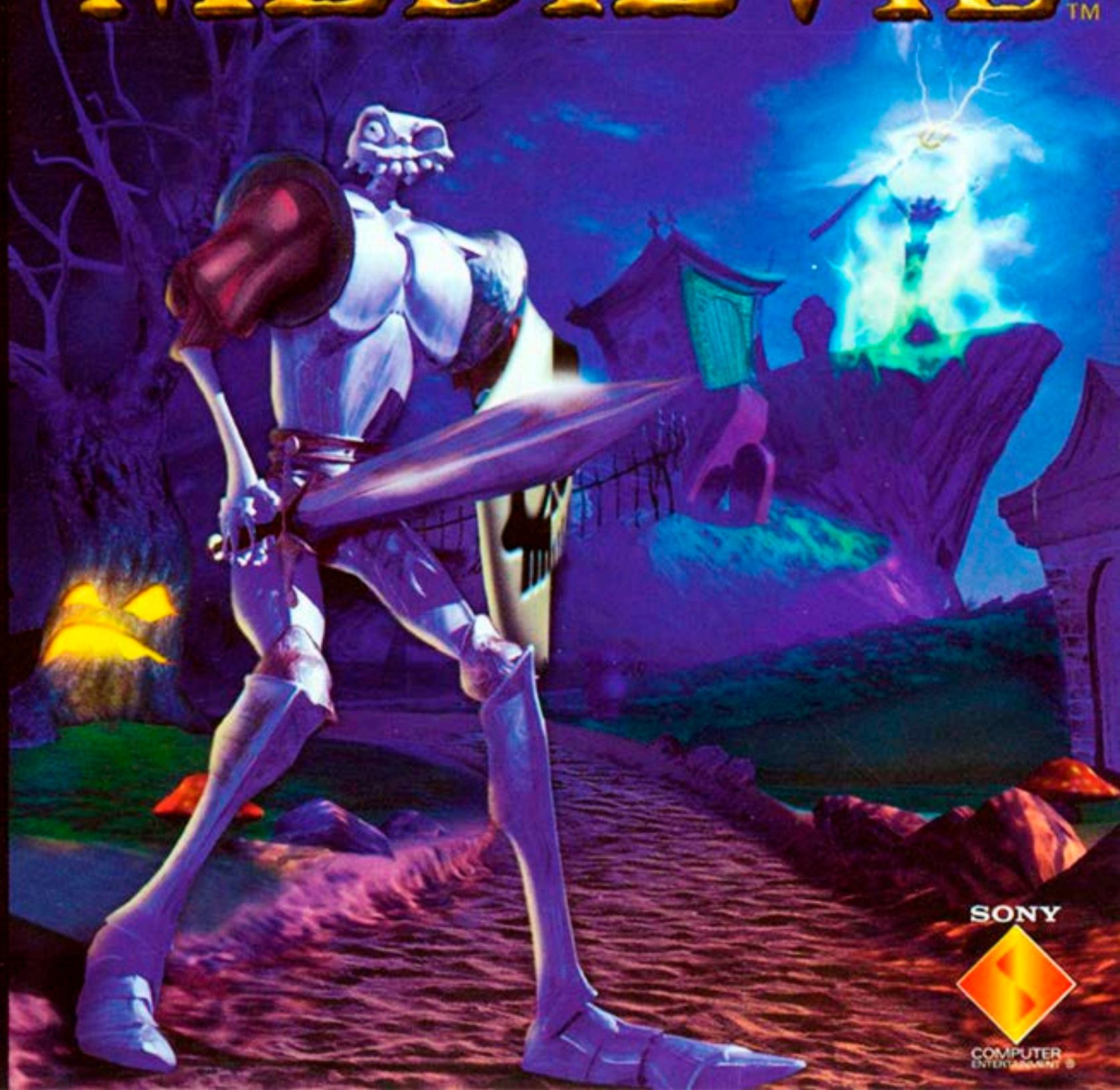




NTSC U/C

PlayStation

MEDIEVIL



CONTENT RATED BY
ESRB

SCUS-94227
94227

SONY



COMPUTER
ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns on backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undiagnosed epileptic symptoms even in persons who have no history of previous seizures or epilepsy. If you or anyone you know, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered visual perception, muscle twitches, loss of awareness, confusion, any involuntary movement, or consciousness.

IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a CRT television without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, drop it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a heater or other source of heat.
- Be sure to take reasonable care when handling a used disc.
- Keep disc clean and disc clean. Always hold the disc by its edges and keep it out of plastic cases when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

MEDIÉVIL™ TIPS AND HINTS

PlayStation® Hint Line

Hints for all games produced by SCA are available.

Within the US:

1-900-933-SONY (1-900-933-7669)

\$0.55 per minute and \$14.75 per minute for SCA's 416-773-0000 (or 800-363-4167 for long distance availability). A \$500.00 minimum charge.

Within Canada:

1-900-451-5757

\$1.50 per minute for pre-recorded information.

For US callers, game consultations are available 7 am - 11 pm, 7 days a week. Pacific, ST, and local automated support is available 24 hours a day, 7 days a week.

Live support for Canada is not available at this time.

This Hint Line supports games produced by Sony Computer Entertainment America. No hints will be given on SCA Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support/Order Line 1-800-345-SONY (1-800-345-7669)

Call the number for help with technical support, in all consumer inquiries, or to speak to a representative of a PlayStation® game console and/or peripherals. Representatives are available Monday-Friday, 5AM-6PM Pacific Standard Time.

PlayStation On-line - <http://www.playstation.com>

Our news is always hot. Visit our website and find out what's happening - new titles, new products and fresh tidbits about the PlayStation® game console.

CONTENTS

SETTING UP	4
MAIN MENU	5
HOW TO USE YOUR CONTROLLER	6
THE LEGEND OF SIR DANIEL FORTESQUE	8
SAVING AND LOADING A GAME	10
THE GAME SCREEN	12
PAUSE MENU	13
GAME SETTINGS	14
CONTROL OPTIONS	15
LIFE BOTTLES AND ENERGY VIALS	16
WEAPONS	18
USING SIR DAN'S INVENTORY	20
RUNE STONES	21
USING THE MAP OF GALLOWMERE	22
GARGOYLES	23
BOOKS	24
TREASURE	24
THE CHALICE OF SOULS	25
THE HALL OF HEROES	26
CREDITS	28
SOFTWARE WARRANTY	30
MEDI-EVIL STRATEGY GUIDE	31



SETTING UP

Reset

Button

Power

Button

Power

Indicator



Set up your PlayStation® according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the MEDIEVIL™ disc and close the CD cover. Insert game controllers and turn on the PlayStation® game console. Follow the on-screen instructions to start a game.

MAIN MENU



After the introductory sequence, you'll reach the Main Menu area where a gravestone is guarded by one of Zarok's malevolent monsters. Here you will find a choice of options. Select "NEW GAME" to commence your adventure, or, if you have a Memory Card containing a previously saved game, you can renew the game by selecting "LOAD GAME". *See page 10 for more information on saving and loading.*

HOW TO USE YOUR CONTROLLER

[L2 + R2] BUTTONS

Hold and use the Directional buttons to zoom in and around in "Dan-Cam Vision." Release to return to normal mode.

[L2] BUTTON

Pan camera left (only when camera icon allows—see "CAMERA" for more information).

[L1] BUTTON

Toggle target selection (projectile weapons only).

[DIRECTIONAL] BUTTONS

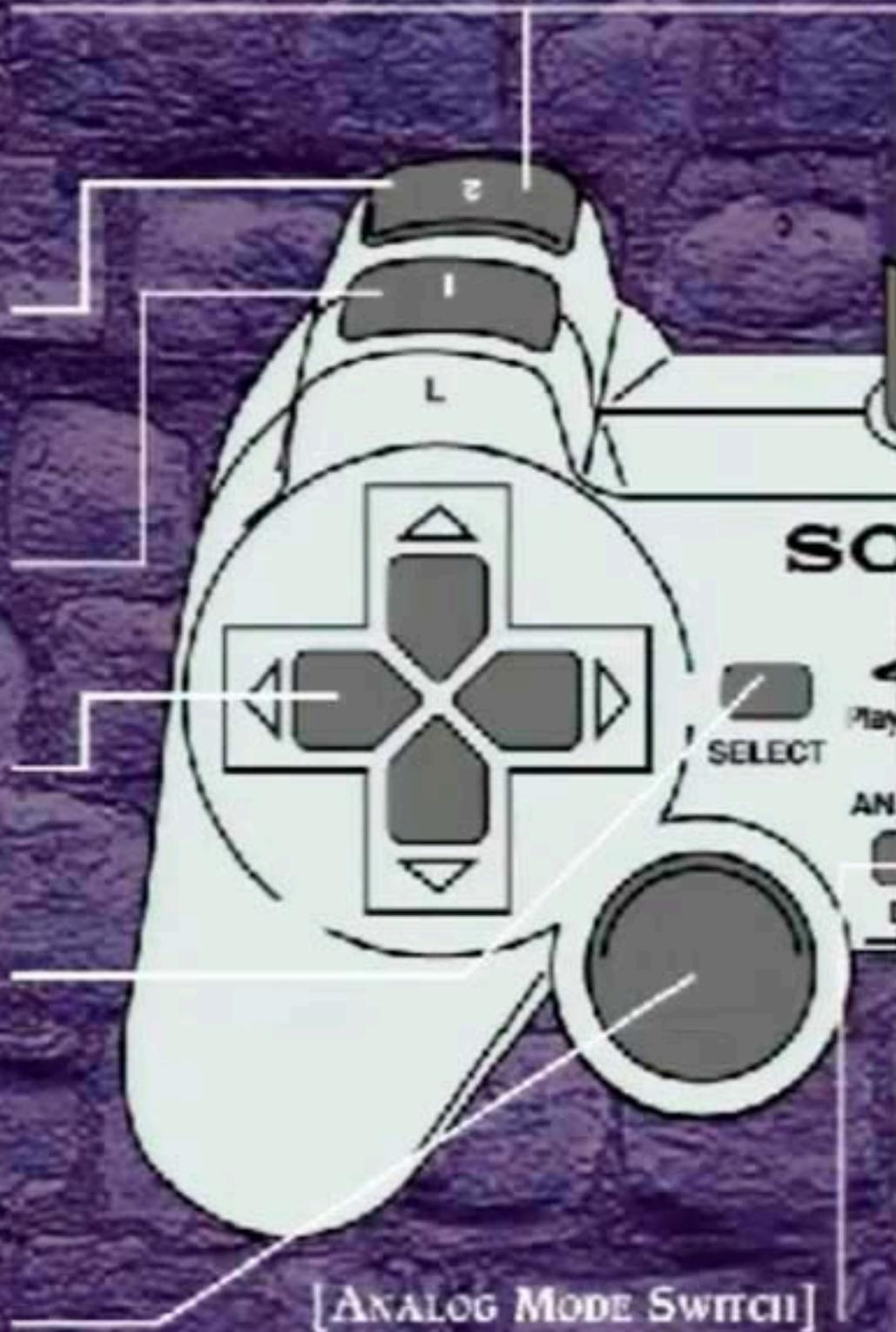
Move Sir Dan forward, back, left and right. Double-press and hold to run.

[SELECT] BUTTON

Bring up Inventory. Use the LEFT/ RIGHT/ UP/ DOWN Directional buttons to scroll through weapons and items. Press the [X] button to select or use an object.

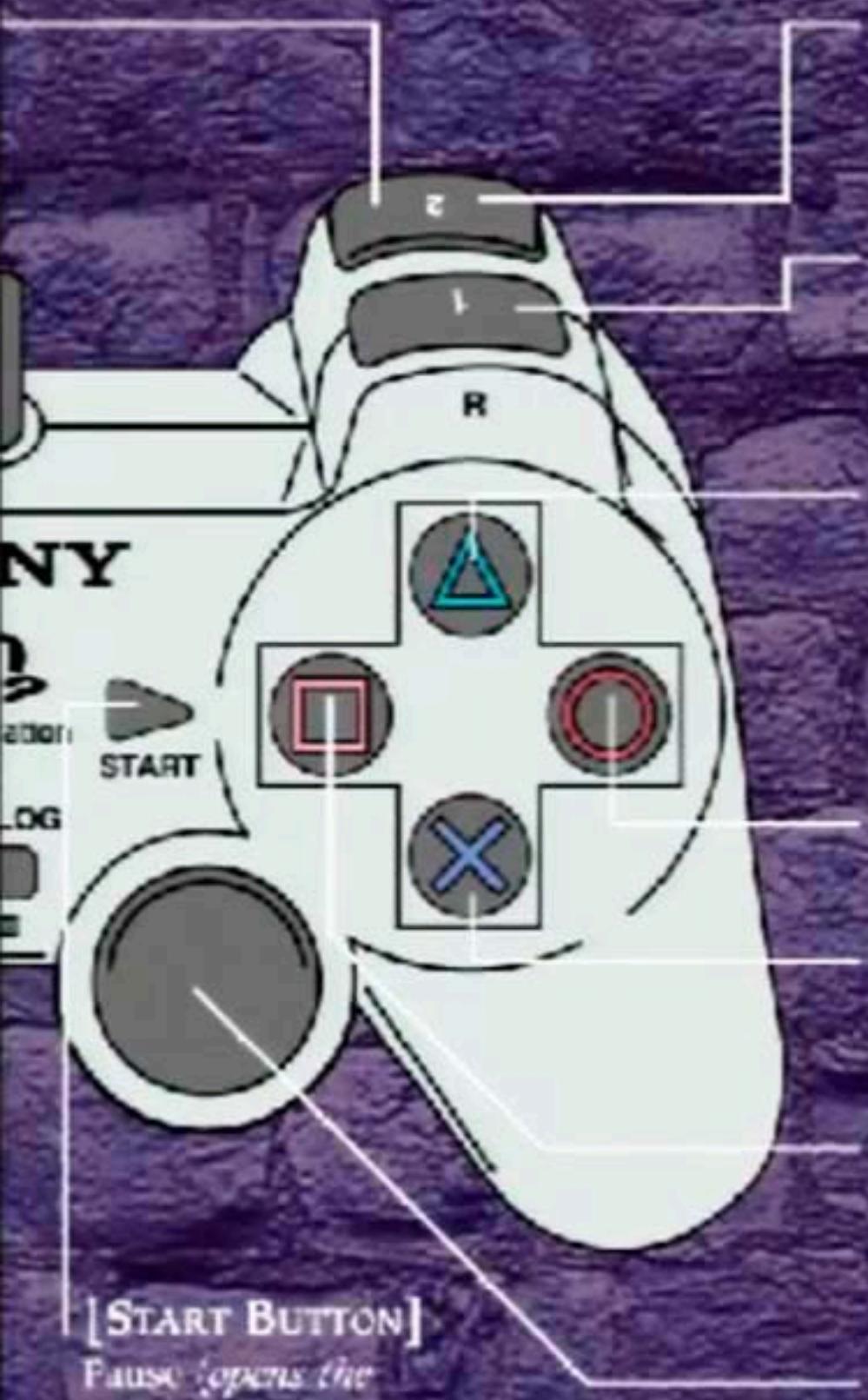
[L3] (LEFT THUMB-STICK)

Move Sir Dan when in Analog Mode. See page 15 for more information.



[ANALOG MODE Switch]

To turn the Analog Mode on, press the analog mode switch so that the LED lights up red.



[R2] BUTTON

Pan camera right (only when camera icon allows - see "CAMERA" for more information).

[R1] BUTTON

Enables back step/side step. Hold and use Directional buttons in the direction you wish to move.

[TRIANGLE] BUTTON

Duck, or if in possession of a shield, defend. Press while running to perform a shoulder-barge. The Daring Dash (this is a special skill that Sir Dan will learn later in the game).

[CIRCLE] BUTTON

Jump.

[X] BUTTON

Main attack, or action (e.g. read book, speak to gargoyle).

[SQUARE] BUTTON

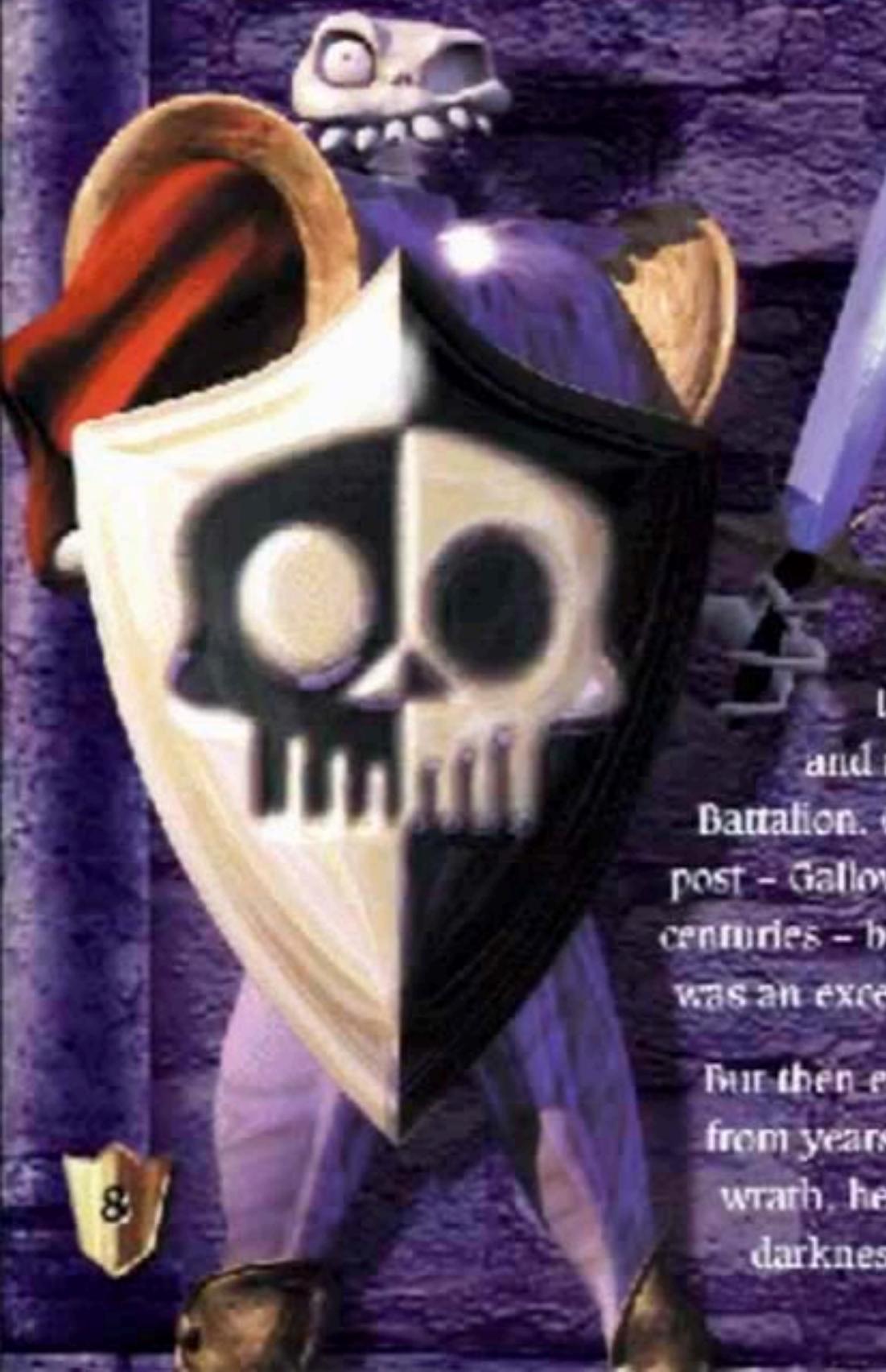
Secondary attack with many weapons; hold down, then release button to trigger a power attack. Throw.

[R3] (RIGHT THUMB STICK)

Inactive.



THE LEGEND OF SIR DANIEL FORTESQUE



The history books of Gallowmere tell of a hero, Sir Daniel Fortesque, who single-handedly halted an invasion by the zombie hordes of Zarok the Sorcerer...

... but then, history books are often known to lie.

For years, Daniel Fortesque had regaled the nobles of Gallowmere with wild tales of slain dragons and vanquished legions.

King Peregrin was so impressed that he made Daniel a Knight and appointed him head of the Royal Battalion. Of course it was only an honorary post - Gallowmere had not seen a war in many centuries - but the King liked stories, and Sir Dan was an excellent storyteller.

But then evil Zarok the mad magician returned from years in exile. Embittered and filled with wrath, he threatened to unleash an army of darkness that he had built using the most

sinister of magic. The King was in desperate need of a hero and knew exactly who he wanted.

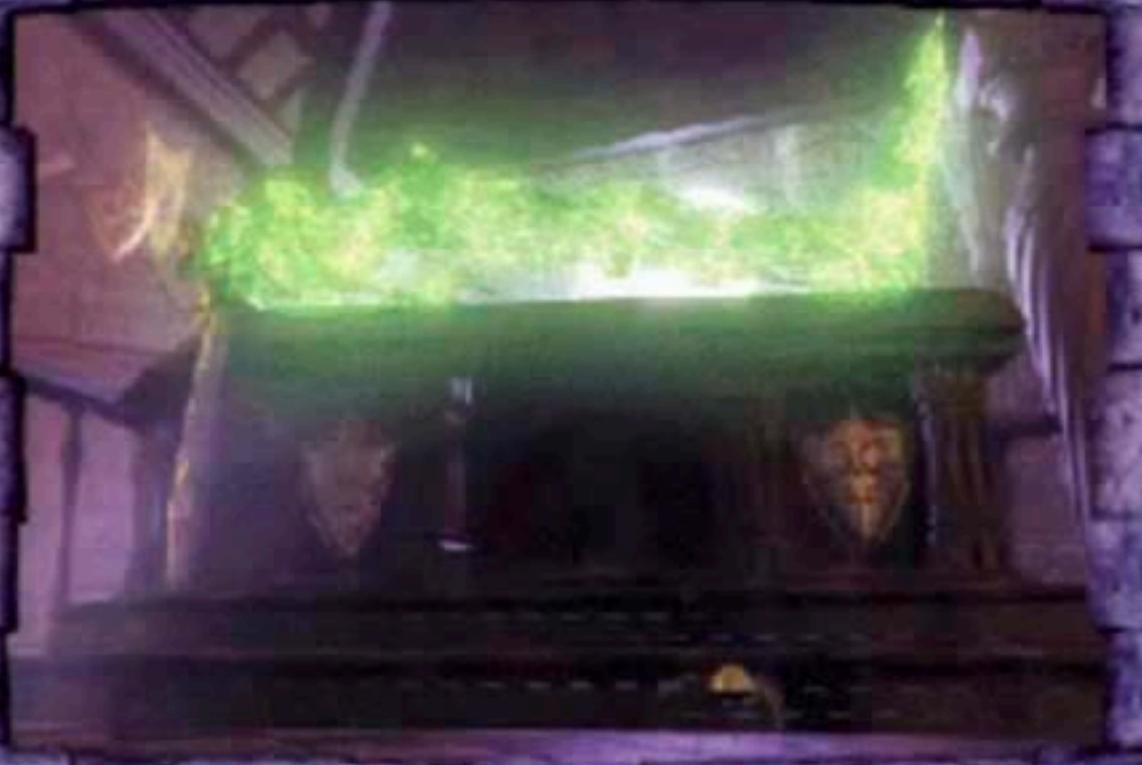
Sir Dan was thrust at the front of the King's army to face a monstrous enemy. The battle commenced and within seconds Sir Dan fell to the ground, struck in the eye with the very first arrow fired. His wound was

fatal and the army was left to fight on without him.

Zarok's legions were defeated, but Zarok himself was never found. Embarrassed by Sir Dan's poor show, and realizing his subjects needed

to feel safe, King Peregrin declared that Sir Daniel Fortesque had died in mortal combat, seconds after killing the sinister wizard. A hero's tomb was erected for Sir Dan, the history books inscribed with tales of his valor. Zarok was soon forgotten, a lost character in history's plays. But Zarok himself never forgot. He lay in hiding, creating a bigger, stronger army of mutated monsters.

Until 100 years later, his scheming complete, Zarok returned...



SAVING AND LOADING A GAME

MEMORY CARDS

NOTE: Do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there is at least ONE FREE BLOCK on your Memory Card before starting the game.

SAVING YOUR GAME



At the end of certain levels, you will reach the Map screen where you can save your progress. Press the [SQUARE] button to save onto the Memory Card in either Memory Card slot 1 or Memory Card slot 2. Press the [X] button to enter a level without saving.

You can save up to three games on a single Memory Card, which will be stored within one Memory Card block. Select a save slot with the UP/DOWN Directional buttons and confirm the save using the [X] button. When saving over a previous saved game, you will be asked to confirm your choice. Once the save is concluded, you will be able to continue using the Map screen to select your next location.

See page 22 for more information on the Map of Gallowmere.

LOADING SAVED GAMES



On the Main Menu screen at the start of the game, select "LOAD GAME". ("LOAD GAME" can only be accessed if a Memory Card containing MEDIEVIL saves is inserted into one of the Memory Card slots). You'll move over to a cluster of gravestones. The front stone will allow you to choose between the two Memory Card slots should you have two Memory Cards inserted containing previous MEDIEVIL saved games. Press the [X] button to select the Memory Card slot. Behind the first stone, three larger gravestones will display the contents of the currently selected Memory Card. (NOTE: if you only have one Memory Card inserted, or only one of the Memory Cards has saved games on it, you will be taken directly to the "LOAD GAME" selection area.) Now select the saved game you wish to load by using the LEFT/RIGHT Directional buttons to move between the three gravestones. Press the [X] button to load and continue the selected saved game.



THE GAME SCREEN



CAMERA

In many areas of the game, you can manually pan the camera by pressing the [L2] or [R2] buttons. You can also enter a special "Dan-Cam" mode by holding both the [L2 & R2] buttons together to zoom in. At times when either of these modes are unavailable, attempting to activate them will cause a warning icon to be displayed, as shown above.



PAUSE MENU

Press the [START] button during gameplay to open the Pause Menu.

Use the UP/DOWN Directional buttons to highlight an option and use the [X] button to select it.

See individual options for more detail:

RESUME

Select this to exit the Pause Menu and continue your game.

QUIT

Select this to exit the game and return to the Main Menu.

GAME SETTINGS

Select this to view additional game options.

See page 14 for more information.

CONTROL OPTIONS

Select this to view additional control options.

See page 15 for more information.



GAME SETTINGS

AUDIO MODE

Press the [X] button to toggle between STEREO/MONO.

FX VOLUME

Use the LEFT/RIGHT Directional buttons to adjust sound effect volume.

SPEECH VOLUME

Use the LEFT/RIGHT Directional buttons to adjust the volume level for character speech.

MUSIC VOLUME

Use the LEFT/RIGHT Directional buttons to adjust in-game music volume.

LIGHTING

Use the LEFT/RIGHT Directional buttons to adjust in-game lighting.

SCREEN ADJUST

Use the Directional buttons to move the screen into the position you want. Press the [TRIANGLE] button to return to the Main Menu once you have achieved the desired position.



CONTROL OPTIONS

VIEW CONTROLS

View the button configuration for the currently active button layout. Use the UP/DOWN Directional buttons to scroll this information and the [TRIANGLE] button to return to the Main Menu.



BUTTON LAYOUT

Choose from 3 different button configurations.

VIBRATION

Press the [X] button to toggle the vibration for your DUAL SHOCK® Analog Controller "ON" or "OFF".

WALK/RUN TOGGLE

This option is for use when in analog mode. The default is set so that you have control over the degree of movement when using the [L3] LEFT THUMB-STICK. If you turn the walk/run toggle option "ON", you will be able to toggle between walking and running by pushing down on [L3] LEFT THUMB-STICK. This may be helpful in narrow areas.

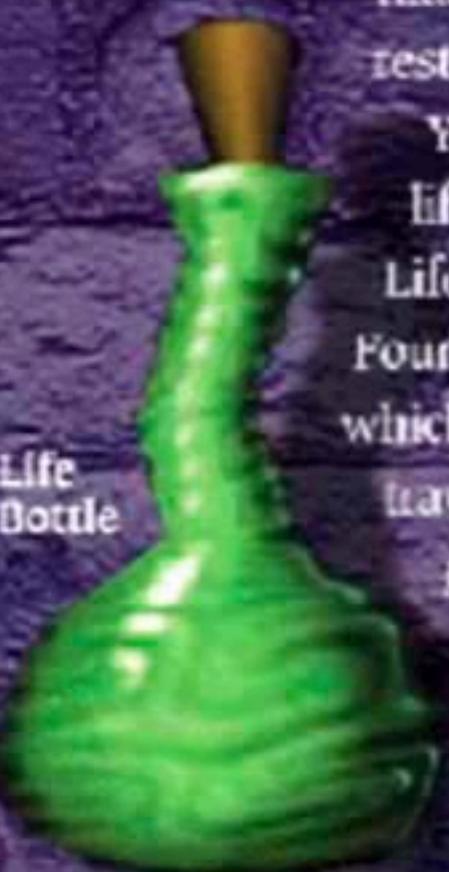
LIFE BOTTLES AND ENERGY VIALS

At the top of the game-screen you'll see a green bar. This is Sir Dan's energy meter. When this is empty, Sir Dan will die. However, Life Bottles may be found that when full, will automatically restore him to full health.

You can refill both your life bar and any empty Life Bottles at the Fountain of Rejuvenation, which you'll see through your travels. Simply step into the green fountain and wait until you've either filled your life bar and bottles, or the fountain's natural source of power has been exhausted.

You might also find small vials containing life energy, which you can use as a top-up measure. Once your life bottles are empty, it's "GAME OVER".

Life
Bottle





HINT: When you encounter boss enemies, you'll see that they too have an energy bar. You must try to deplete it before they can kill you. It's up to you to work out which weapons work best, but as a general rule, projectile weapons work better on enemies at a distance.

Energy
Vial



(Clue: There may be a couple of life bottles hidden in Sir Dan's coat at the start of the game).

WEAPONS

As Sir Dan starts his quest, the only weapons available to him are his rusty old sword and some throwing daggers. As he progresses through the game, he will come across new weapons that may be more effective than his sword in certain situations. Some of these might be found on specific levels, others are offered as rewards for his success by the champions in the Hall of Heroes. Here are just a few of the many weapons he might find:

BROADSWORD

A much stronger sword that gives Sir Dan a wider arc of attack. This can be enchanted, for a small fee, to give it double the power for a short period of time.

CLUB

This item can smash rocks and weak areas of walls and can be lit on fire – but beware, being made of wood it can wear down quickly. Note: *When lit on fire, the club can be used to set enemies on fire by pressing the special attack button.*

THROWING DAGGERS

Good for attacking enemies from whom you might need to keep your distance or who are too high up to attack from the ground.



HAMMER

This weapon has the strength of the club, but never wears down. A special shock-wave attack can be used to damage enemies over a wider area.



AXE

The axe is both an excellent hand held weapon and throwing weapon.

CROSSBOW

Like the throwing daggers, these can be very useful when you need to keep as far away as possible from enemies.



'Fireflies appear when Sir Dan is using a throwing weapon. They will help track enemies. Toggle targeted enemies with the [L1] button.'

USING SIR DAN'S INVENTORY



Sir Dan will find many useful items that are automatically stored into his inventory. Press the [SELECT] button to open the inventory, then use the LEFT/RIGHT Directional buttons to highlight an item and press the [X] button to select it. Use the UP/DOWN Directional buttons to move to another level of items. Weapons and shields are found on the first line, with other items below. Some items can only be used at certain points in the game. If you are attempting to use an item in the wrong place, a 'negative' sound will play.

RUNE STONES



Due to the strong magical energy that emanates from Gallowmere, the ancients found a way of capturing these forces and trapping them inside rune stones. These rune stones could then be used to open locked gates and doorways, but only if the correct stone was placed in the lock.

Today you can still see many similar locks all over Gallowmere, shaped to look like begging hands



If you find a rune stone, work out where it should be placed to gain access to new areas – for example, only a 'MOON' rune stone will open a Moon lock, a "CHAOS" rune stone opens a Chaos lock, etc.

USING THE MAP OF GALLOWMERE



At the end of each level you will see the map screen which shows you how far you have come in your journey. Zarak's black clouds obscure areas you have not reached. Once you have completed a level, you can play it again simply by pressing the [X] button. Once the black clouds have cleared to reveal a new area, use either the Directional buttons or [L3] LEFT THUMB-STICK to guide the green arrows to the next location you wish to explore. Be sure to note that the bright, pulsing green arrows indicate directions that are available to proceed towards, while dim red arrows indicate that you are unable to travel in that direction. Press the [X] button to start the level.

GARGOYLES

There are two types of gargoyle to be found in Gallowmere. Neither of them particularly like Sir Dan, as they know how much of a failure he was when he was alive. But they don't bear grudges and can be of great help in your quest if used correctly.

INFORMATION GARGOYLE

Though they look like mere stone carvings, they sit silently and observe all. Fortunately, gargoyle can't resist showing off how clever they are and will often give handy hints and clues that can aid you in Sir Dan's quest. Their clues will often be as cryptic as they are informative.

MERCHANT GARGOYLE

These miserable creatures exist only to drain brave heroes of their treasure. However, they must always offer something in return. If you see one of these merchant gargoyle on your travels, see if they have anything to offer that might be of use to you. Select "SERVICES" to enchant your Broadsword or patch up your shield. Choose "SUPPLIES" to replenish the weapons you have gained from the Hall of Heroes, buy extra arrows, spears, daggers and other items to ensure you're fully stocked up and prepared for any enemy.



BOOKS



The game begins in Dan's Crypt. Pick up his sword and explore. Take note of the books lying around open.

Throughout Gallowmere, you will find similar books that might be of interest. Some are history books, telling the story of Gallowmere. Some offer advice and hints designed to help with your quest.

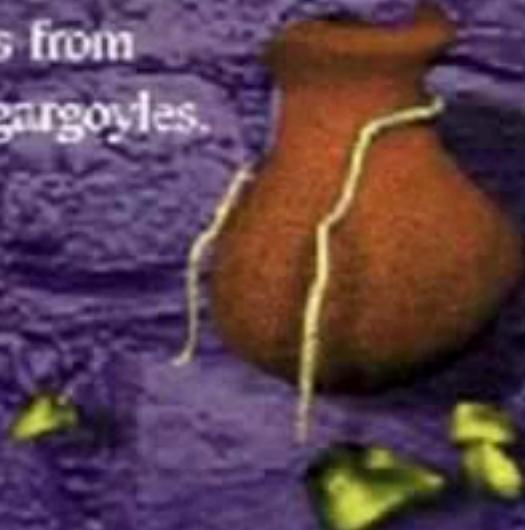
Whenever you see a book, stand in front of it, then press the [X] button. If necessary, use the UP/DOWN Directional buttons to scroll through the text.

TREASURE



Any treasure that you find will go into your money pile at the top of the screen.

You can use this to buy items from the ever greedy merchant gargoyles.



THE CHALICE OF SOULS



A major part of Sir Dan's quest is to make amends for his ignoble death and prove himself a true hero. The mythical heroes of Gallowmere have set out a challenge that he must complete in order to join them in the afterlife's Hall Of Heroes...

At certain points of each level you will see a golden chalice (taken from the Hall of Heroes) floating in the air. At first you will not be able to touch the chalice. As enemies are dispatched, the Chalice fills a little more with the souls of the defeated adversaries.



Once the Chalice is full, it is yours to collect and you will be worthy to visit the sacred Hall of Heroes to claim a reward. There is a Chalice hidden in almost every region of Gallowmere and all are well guarded - only a true hero will collect the full set!

THE HALL OF HEROES



In the Hall of Heroes, the bravest heroes from history spend an eternity testing, feasting and exchanging tales of their greatest victories. Sir Dan can pay his respects to any of the heroes bathed in a ghostly colored glow. Simply stand on the chalice emblem in front of them

and await their guidance. If they want to offer you a reward, you will be asked "WILL YOU ACCEPT?" – Choose "YES" to take the reward, which will appear in front of the hero to collect. Remember, only one reward per visit may be collected – don't go pestering the other heroes, they'll just ignore you! The Hall of Heroes is spread over two levels. Only when Sir Dan is truly worthy as a hero will he be able to ascend the stairs to the higher level. When you have paid homage to the heroes in the lower level the ghostly stairs will then become solid.

Once you have collected your reward, return to the arrival point and select "YES" to leave the hall

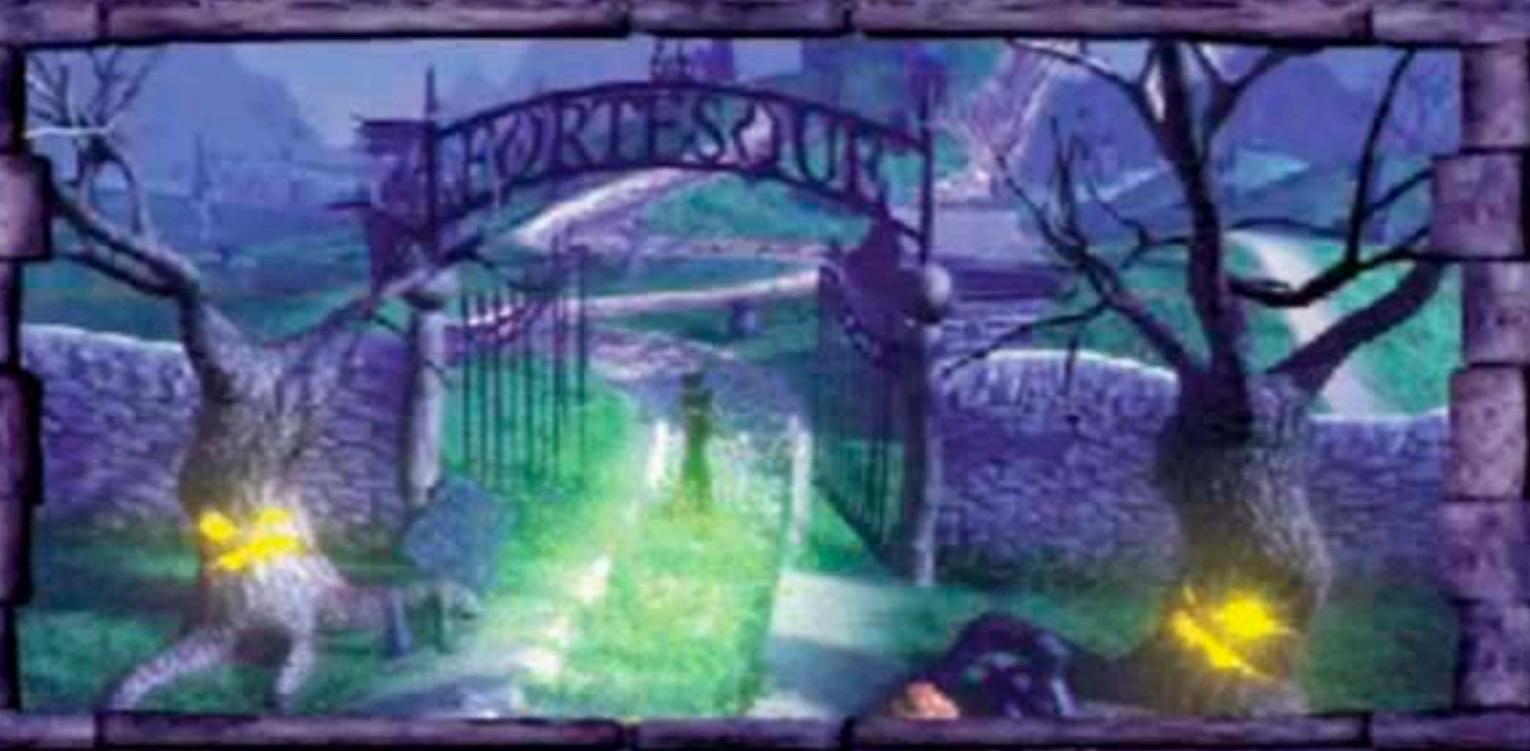
ONE FINAL HINT...

The Daring Dash!!

To break open weak spots in the walls, double tap the forward Directional button + [TRIANGLE] button. If you are using a DUAL SHOCK Analog Controller, press hard forward on the [L3] left thumb stick + [TRIANGLE] button. Repeat this until you've broken down the wall to reveal...?

As this is a skill you'll have to earn later on in the game, there may have been areas in earlier levels that you missed. Remember where they are, and come looking for them once you have this handy skill.

Now you are ready to follow Zarok through Gallowmere. Look out for exits – they're still marked by the green glow of Zarok's trail, the residue of his evil magic.



CREDITS

Created and Developed by Sony Computer Entertainment Europe (Cambridge)

Game Concept/Direction
Chris Sorell

Game Design
Jason Wilson

Main Programming
James Busby
Paul Devineau
Chris Sorell
Matt Johnson
Sam Baker

Additional Programming
Derek Pollard
Tim Closs
David Ashton

Mapping/Development Assistant
Katie Lea

Art Design
Jason Wilson

Rendered Sequences/Presentation Visuals
Jason Riley

Character Animation
Mich Phillips

Level Modeling
Mike Philbin
Nina Kustensson

Texture Art
Jason Wilson
Jason Riley
Mich Phillips

Additional Character Animation
Nina Kustensson
Mike Philbin

Additional Level Modeling
Jason Riley

Additional Mapping
Lindsay Pollard

AV Management
Fete Murphy

Original Soundtrack
Andrew Garzares
Paul Arnold

Sound Effects
Paul Arnold

Video Post-Production
Tom Oswald

Speech Post-Production
Andrew Garzares

Sound Effects/Language Implementation
Gary Richards
William Dell

Technologies Management
Mike Ball

Technologies Programming
Andrew Estler
Deron Ashton
Matt Johnson
Bar Elsley
Martin Kull
Julian Rex

QA Testing Coordinator
Sarah-Louise Lloyd

QA Testers
Dave Holloway
Alex Sulman
Dan Smith
Stuart Harvey

Preliminary Script
Jason Wilson

Dialogue Script
Martin Penc

Producer
Chris Sorell

Manager (Cambridge Studio)
Ian Saunter

Sony Computer Entertainment Europe

Executive Producer for SCEU
John Roberts

Manual QA Approval
Lee Travers
Stephen Griffiths

QA Manager
Tory Bourne

Head of
Internal
Testing
Steve Archer

Testing
Coordinator
Jim McCabe

Lead Tester
Dave Burke

Assistant
Lead Tester
Andy Macoy

Testers
Ian Cudliffe
Richard Dunn
Anthony Gill
John Cassidy
Dominic Berzins
Ian McEvoy
Phil Scambell
Dee Norfolk
Lorna Croasdale
Pat Lewin
Carl McKane
Carl Gurney

Lead
Localization
Tester
Re-Milne

Localization
Testers
Claudia Schulte
Christa Leonaris
Lucie Dupont
Susan Clay-Poindexter
Sara Mata-Juarez Gutiérrez
Andrea Rosner
Miguel Sanchez

VOICE ARTISTS
Luis Soto
Paul Durrow
Larry Dickman
Christopher New
Helen Lederer

Sony Computer Entertainment America

Producer
G. Judy Hunt

Senior Producer
Perry Rodriguez

Product
Marketing Manager
Susan Neural

Public Relations
Kirsten Merl

Licensing/Business
Coordinator
Mesa Lusk

Legal and
Intellectual
Property
Lisa Langer
Kerry Hopkins

QA Manager
Mark Poetek

Technical
Coordinator
Neil Masser

Lead QA Analyst
Chad Lowe

Assistant Lead
QA Analyst
Asif Hakik
Loren Miller
Corey Stock

QA Analysts
David Kimber
Peter Mayberry
Christian Davis
Jo Aragones
Scott Laviachi
Steve Date
Ryan Joseph
Jack Osborne
Sam Thompson
Lay Telam
Ben Vilayavong
Noel Silvia
Ara Demirjian

Package &
Manual Design
Origin Studios

Manual Text
Jim Sanger

Special Thanks

Shelley Ashton
Maggie Baquie
Gary Barth
Kurtis Buckmaster
John Compton
Peter Dille
Aimee Drill
Kaz Hira
Andrew House
Marie Mazzacane
Caitlin Mazzacane
Mike Meyers
Craig Pachernik
Sharar Shapin
Molly Smith
Wendie Smith
TBWA Chiat/Day
Nomer Velasquez
Michelle Veracilli
Richard Watts
Marjorie Weyant
Ronald Zarcagoza

Software Warranty

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this Software is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-645-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. **THE WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA.** ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

MEDIEVIL